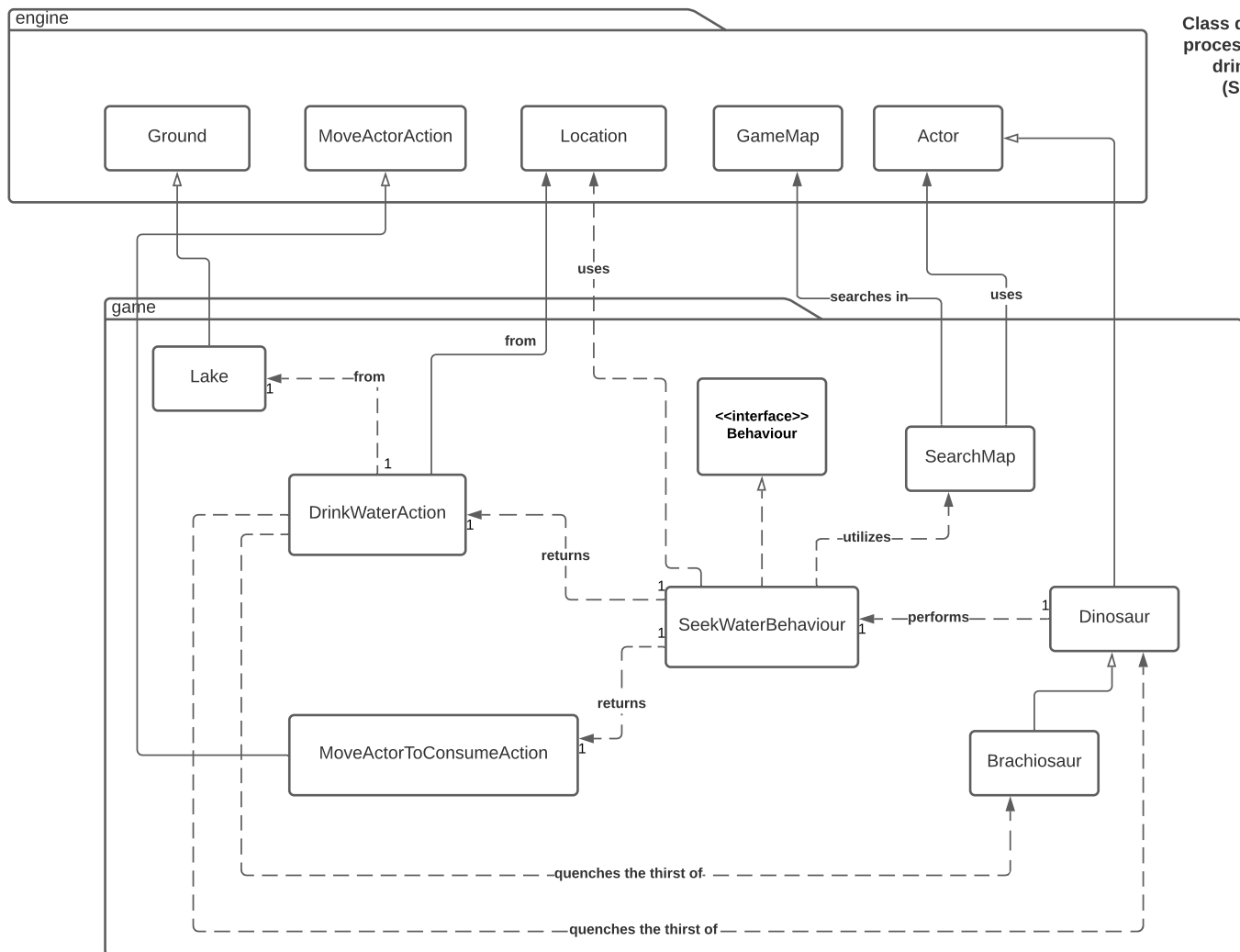


# **Assignent 3 UML diagrams**

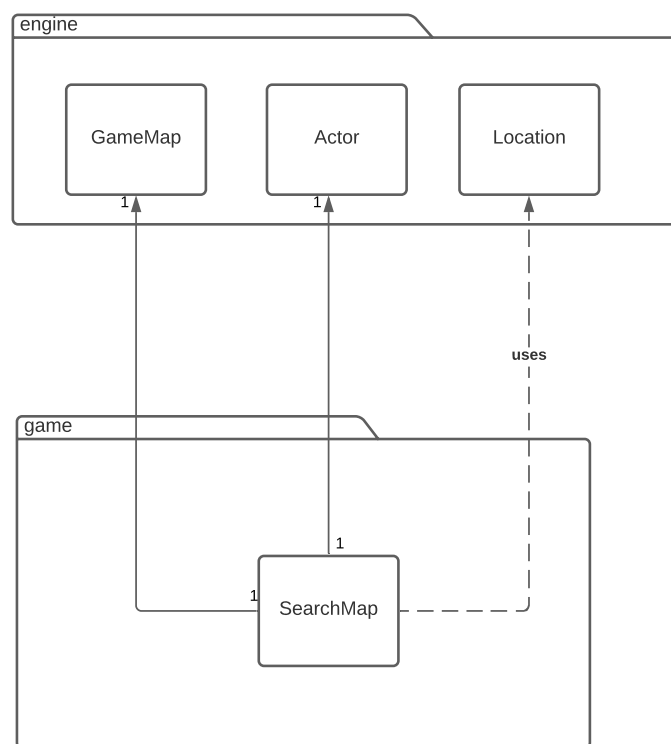
Members:

Abhishek Shrestha

Amindu Kumarasinghe

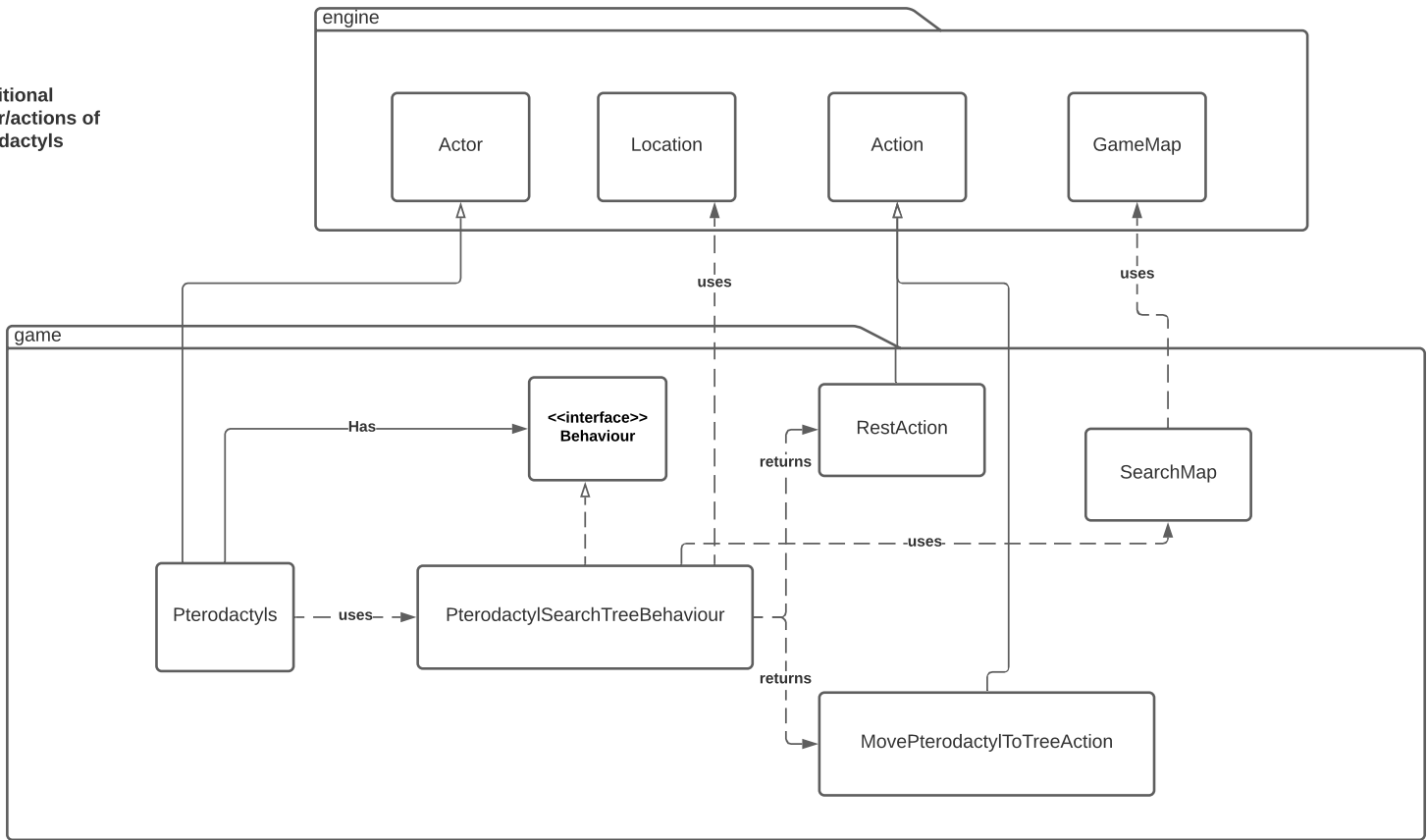


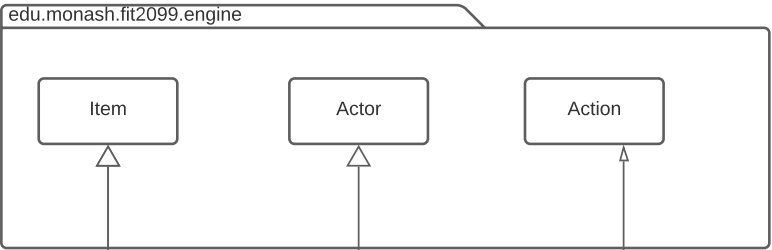
Class diagram for the process of dinosaurs drinking water (SeekWater)



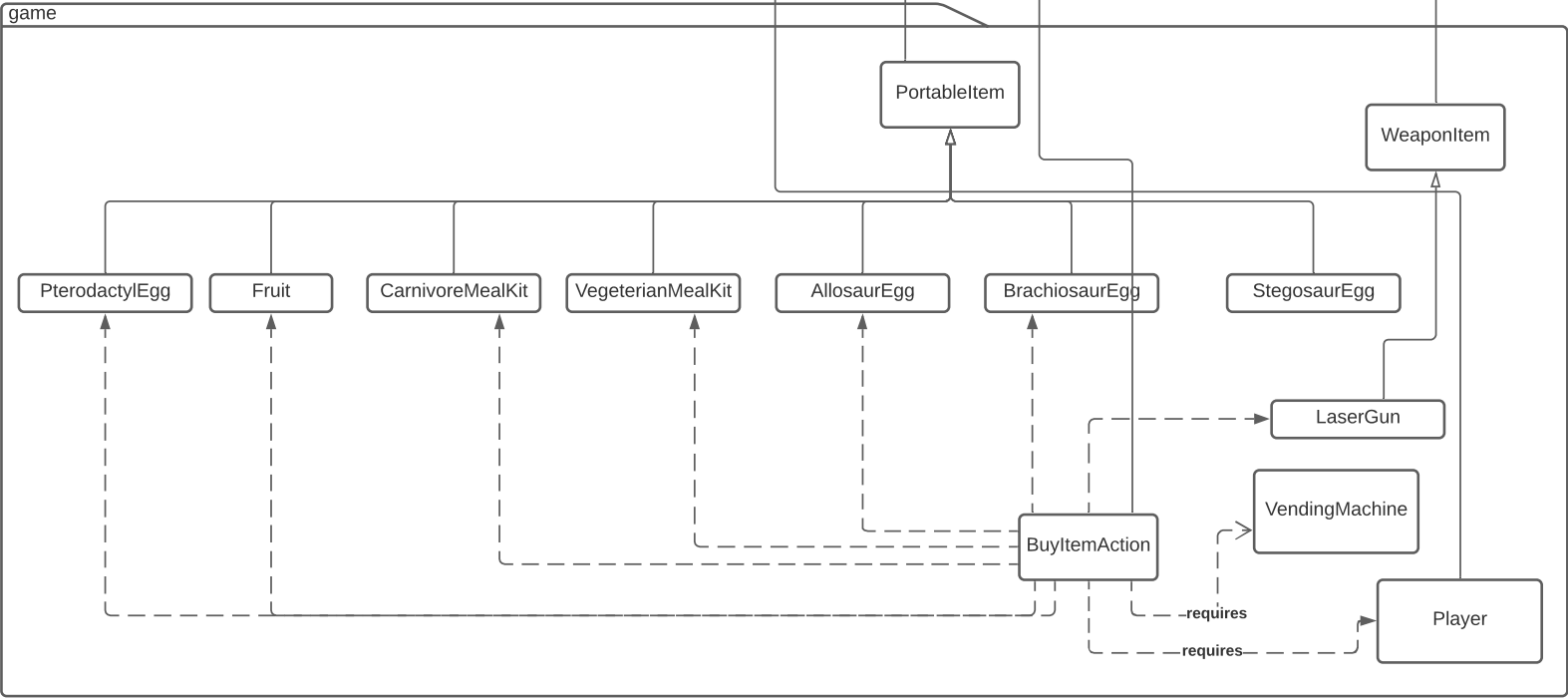
class diagram for the  
SearchMap class

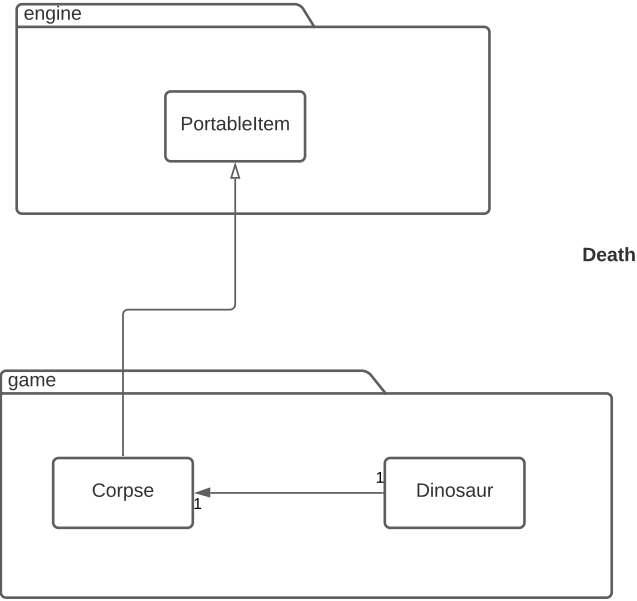
Additional  
behaviour/actions of  
pterodactyls



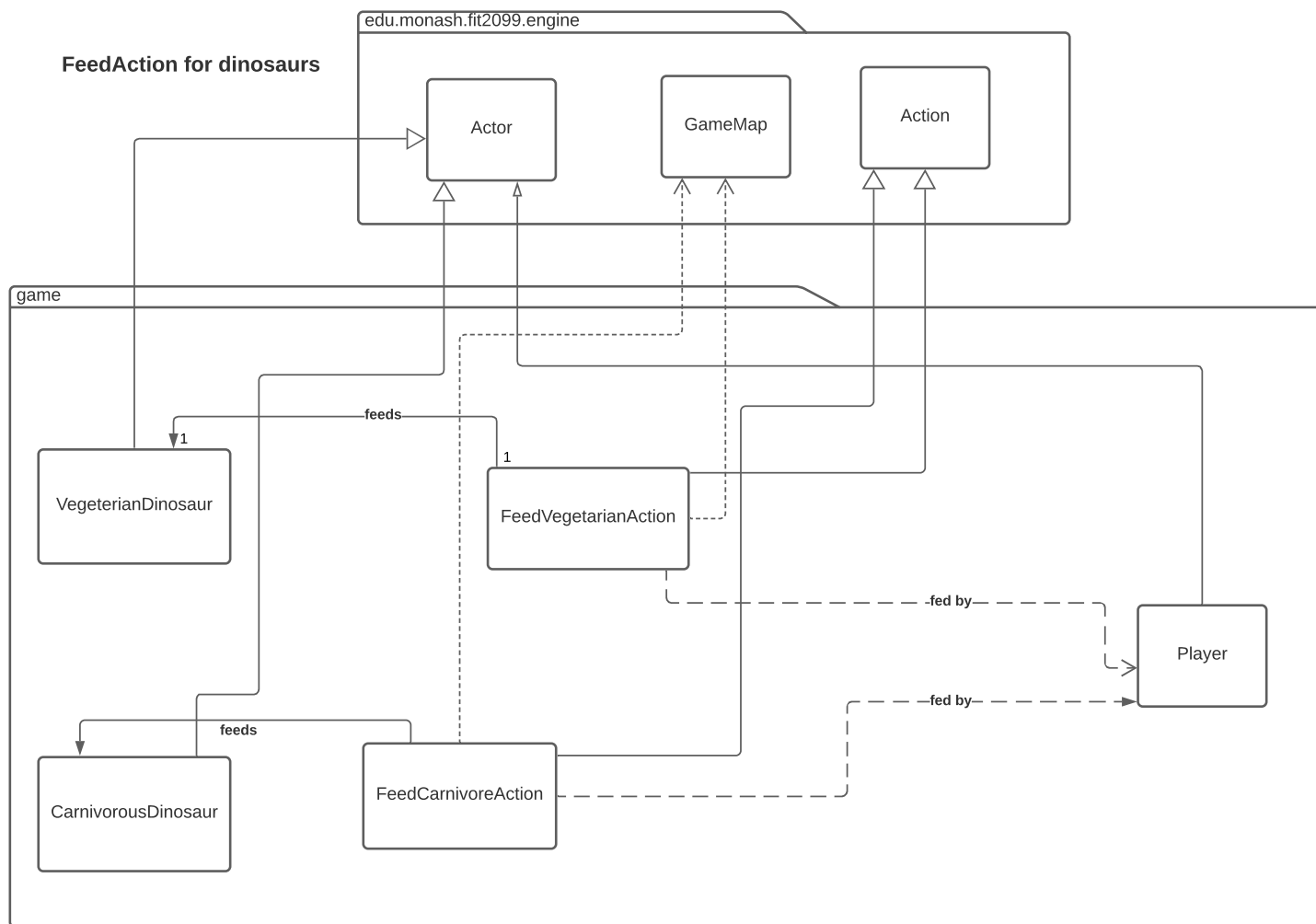


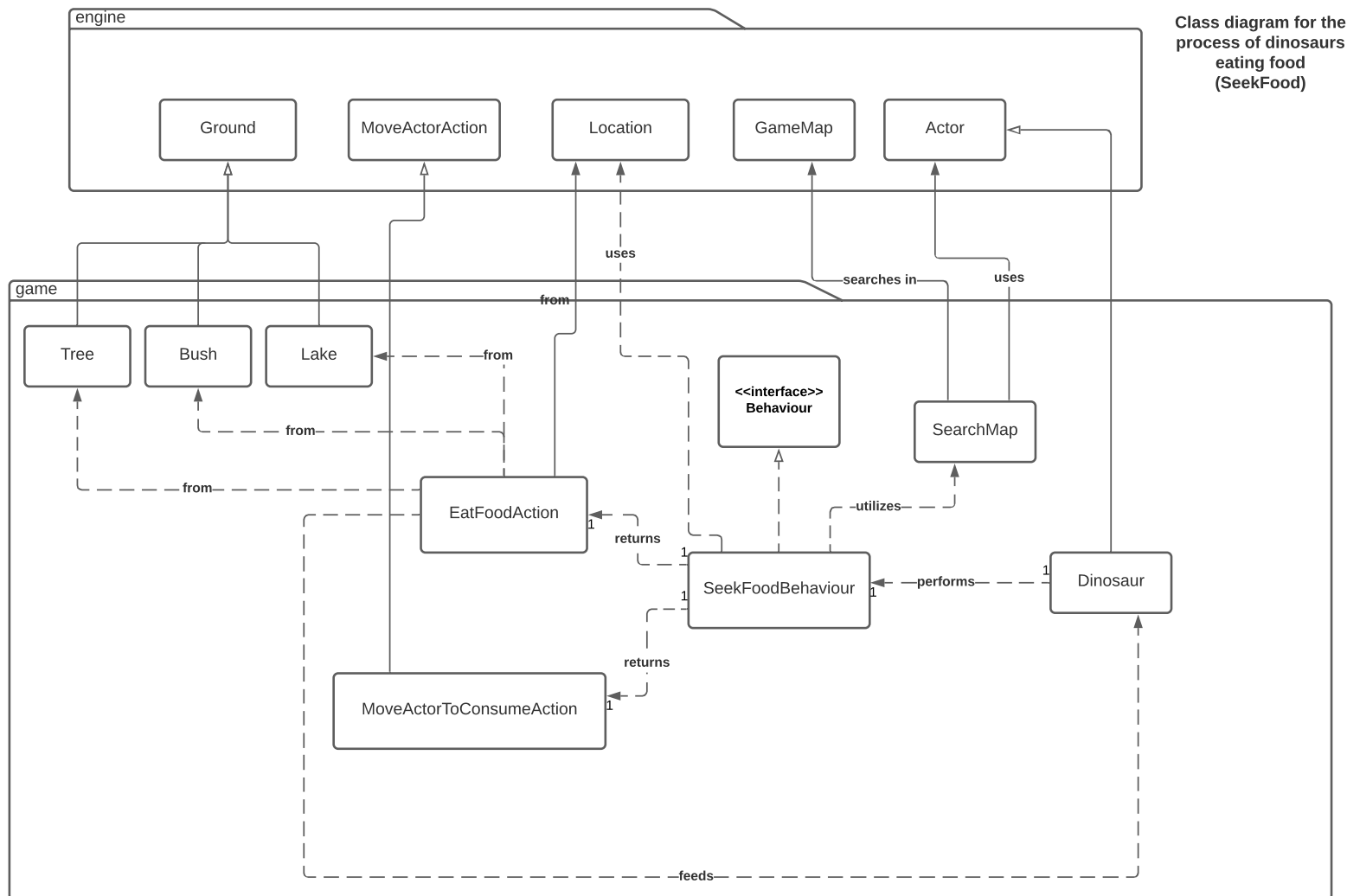
Buy Item Action from  
Vending Machine





Death





**Class diagram for the process of dinosaurs eating food (SeekFood)**



Updated Sequence  
Diagram For  
FeedVegetarianAction  
from assignment 2

Note: vegetarianDinosaur is an instance variable of  
FeedVegetarianAction class

Note: This sequence diagram is for the action of feeding a vegetarian  
dinosaur, and it would be identical to feeding a carnivore dinosaur as  
well, except instead of searching the inventory for fruits and vegetarian  
mealkits, we can search for corpses, eggs and carnivore meal kits.

